C L A I M S

The following is a detailed listing of all claims that are, or were, in the application. A status identifier is provided for every claim and the current text of every claim is presented, unless the claim has been cancelled. Current amendments to the claims are expressed in the detailed listing by strikethrough or double-brackets (for deleted matter) or underlining (for added matter).

1. (Original)   A method comprising:

determining a game parameter;

determining a range of values associated with the game parameter;

displaying at least one symbol on a reel, each symbol representing a potential value within the range of values associated with the game parameter;

selecting at random at least one of the displayed symbols; and

setting an actual value of the game parameter based on the randomly selected displayed symbol.

2. (Original)   The method of claim 1, further including:

initiating game play using the actual value of the game parameter.

3. (Original)   The method of claim 1, further including:

continuing game play using the actual value of the game parameter.

4. (Original)   The method of claim 1, further including:

ending game play using the actual value of the game parameter.

5. (Original)   The method of claim 1 wherein the game parameter represents a number of game symbols with which to start a session.

6. (Original)   The method of claim 1 wherein the game parameter represents a number by which payouts will be multiplied for a given number of handle pulls.

7. (Original)   The method of claim 1 wherein the game parameter represents a maximum number of spins allowed before player is ineligible for a puzzle completion bonus.

8. (Original)   The method of claim 1 wherein the game parameter represents a number of reels used in a game.

9. (Original)   The method of claim 1 wherein the game parameter represents a number of bonus symbols on each reel which initiate a bonus game.

10. (Original)   The method of claim 1 wherein the game parameter represents a rate of expiration of player collected symbols.

11. (Original)   The method of claim 1 wherein the game parameter represents a rate of accumulation of complementary (comp) points.

12. (Original)   The method of claim 1 wherein the game parameter represents a progression rate of a progressive jackpot.

13. (Original)   The method of claim 1 wherein the game parameter represents a payout for a particular symbol combination.

14. (Original)   The method of claim 1 wherein the game parameter represents a probability of a particular symbol combination occurring.

15. (Original)   The method of claim 1 wherein the game parameter represents an amount of wager required per spin.

16. (Original)   The method of claim 1 wherein the game parameter represents a probability of a player getting into a bonus round.

17. (Original)   The method of claim 1 wherein the game parameter represents a number of puzzle pieces that need to be collected by a player during a puzzle game.

18. (Original)   The method of claim 1 wherein the game parameter represents a probability of bonus round payouts occurring.

19. (Original)   A method comprising:

initiating play of a game at a gaming device;

changing a mode of the gaming device from a play mode to a parameter determination mode;

receiving a signal from a player to initiate random determination of a game play parameter value;

randomly determining a game play parameter value;

changing the game based on the game play parameter value; and

changing a mode of the gaming device from the parameter determination mode to the play mode.

20. (Original)   The method of claim 19 wherein receiving the signal from a player includes receiving an indication of at least one type of game play parameter for which to determine a value.

21. (Original)   The method of claim 19 wherein receiving the signal from a player includes receiving an indication of at least one particular game play parameter for which to determine a value.

22. (Original)   A method comprising:

changing a mode of a gaming device from a play mode to a

parameter determination mode;

receiving a selection of a game play parameter from a player;

randomly determining a value of the game play parameter;

changing the game based on the value;

changing a mode of the gaming device from the parameter

determination mode to the play mode; and

allowing play of the changed game.

23. (Original)   The method of claim 22 further including

receiving a request to change the game, and

wherein changing the mode of a gaming device from the play mode

to the parameter determination mode is done in response to receiving the

request to change the game.

24. (Original)   The method of claim 22 further including

receiving an indication of a desired number of handle pulls to play

the changed game.

25. (Original)   The method of claim 24 wherein the indication of a

desired number of handle pulls to play the changed game includes

receiving a monetary amount from the player.

26. (Original)   The method of claim 25 wherein the desired number of handle pulls to play the changed game is determined based upon the monetary amount.

27 – 36   (Cancelled)

37. (Original)   A method comprising:

receiving an indication of a game play parameter from a player of a gaming device;

randomly determining a value for the game play parameter; and

initiating a pre-paid session of game play wherein the gaming device is played using the randomly determined value.